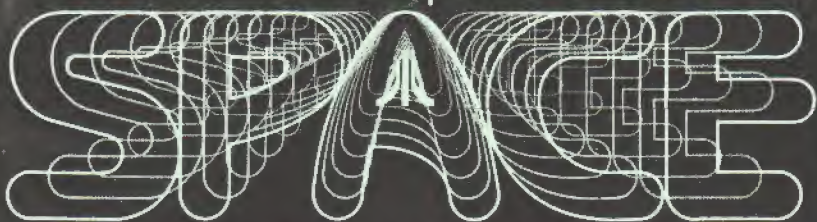


Saint Paul ATARI Computer Enthusiasts



An independent computer user group

J U L Y 1 9 8 7

SPACE Meeting Friday, July 10 at 7:30pm

MAST Meeting Friday, July 17 at 7:30pm

At the Falcon Heights Community Center

2077 Larpenteur Avenue West

MAST PROGRAMMERS Meeting Monday, July 20 at 7:30pm

At First Minnesota Bank Building - second floor

Lexington and Larpenteur, in back of building

Bruce Haug	President	774-6226
Jim Schulz	Vice President	537-5442
	MAST Co-Chair	
	MAST Disk Librarian	
Bob Floyd	MAST Co-Chair	484-7576
	Newsletter Editor	
Joe Danko	SPACE Secretary	777-9500
Dan Stubbs	MAST Secretary	433-3708
Bob Siede	Treasurer	489-3982
Frank Haug	SPACE Disk Librarian	774-6226
Jim Siede	SPACE Paper Librarian	489-3982
Neil Palosaari	MAST Paper Librarian	646-1272



Minnesota
Atari ST
SIG

D I S C L A I M E R

Published by the St. Paul ATARI Computer Enthusiasts (SPACE), an independent organization with no business affiliation with ATARI Corporation. Permission is granted to any similar organization with which SPACE exchanges newsletters to reprint material from this newsletter. We do, however, ask that credit be given to the authors and to SPACE. Opinions expressed are those of the authors and do not necessarily reflect the views of SPACE, MAST (Minnesota ATARI ST special interest group), club officers, club members or ATARI Corporation.

S P A C E / M A S T B U L L E T I N B O A R D S

SPACE/MAST East (XE) - Sysop: Frank Haug
- BBS Phone: 774-0135
(Home Phone: 774-6226)

SPACE/MAST West (ST) - Sysop: Steve Pauley
- BBS Phone: 560-9254
(Home Phone: 560-2917)

BYTES from the PRES, by Bruce Haug

HAPPY BIRTHDAY to all present and past SPACE members. There will be cake, coffee, pop & door prizes at the July meeting. SPACE is 5 years old!!!

Speaking of being 5 yrs old, I see where some older ATARI clubs are having trouble !!! They are not selling DOM's the way they once did. With no income the club and BBS folds. Our yearly dues pay for most of the newsletter cost, ads pay for the rest and the postage. This means DOM sales pay for hall rental, BBS phone bill, download time, and equipment.

When most clubs get a BBS, DOM sales fall off. Well, our DOM is bigger and better because of our BBS. I hope last month was not an indication of our sales falling off. If sales do fall off, so will SPACE. MAST is no different. DOM sales keep us going.

*
* BUY DOM's *
*

* DOOR PRIZES *
*
* JULY 10th *
*
* Must be present *
* to WIN *
*

Meeting News for July

July 10, 1987 - SPACE Meeting - This month, we celebrate the fifth birthday of SPACE with birthday cake, pop, coffee, and a software raffle. Also special DOM prices on all old DOMs. In addition to this all the latest rumors and news from the 8 bit world. Come and celebrate with SPACE this month.

July 17, 1987 - MAST Meeting - This month, in addition to the latest ST news and rumors and a goodly number of DOMs, we will demo Airball, the new game from Michtron and Microdeal. We will also demo Battlezone from Atari. Also the first look at a new digitizing scanner for your printer. Finally, if all goes well, a demo of PC Ditto, the new MS-DOS software emulator for the ST.

July 20, 1987 - MAST Programmers Meeting - This month, nothing is firm yet, but current topics under discussion include more on Modula 2 programming and Jefferson Modula, more on Dale Schumacher's new C libraries, and the RSH file and the resource editor. Also two new programs under development will be demoed by MAST members. And finally, alot of good conversation about all facets of ST programming.

Finally, for the latest info on all the SPACE and MAST meeting check out the two SPACE/MAST BBSs the week of the meeting for updates. For meeting locations and times and the phone numbers of the SPACE/MAST BBSs, check the front cover of this month's newsletter.

DOM stuff, by Frank Haug

Well, congratulations!!! SPACE is now another year older and it's time to celebrate! This month in honor of our birthday, we have alot of special things planned.

Last month a chess program on the DOM was thought to be bad. However, I later discovered that the program will not work with BASIC in. So to use the 'CHESS.COM' program you must boot up w/o BASIC (no cartridge on the older, Hold option on the XL/XE's) and then from DOS, Type:

L<Return>
D:CHESS.COM<Return>

Also, the program won't re-start, so you must repeat the process if you wish to

start over. You could also copy the file 'CHESS.COM' to another disk which is formatted and contains DOS/DUP and rename the file 'AUTORUN.SYS'.

ALL PAST D.O.M.'s are \$3 each at this meeting. If we run out of the disk you want, you can order it and we'll get it to you for the same price!

D.O.M.'s Galore! We will have the following disks for sale this month at the meeting:

1. The July 1987 D.O.M. listed below. Which, by the way, finally has an AUTORUN.SYS that doesn't pause for a key press on the XL/XE's. To use this the SPMENU has been re-named MENU.
2. AMS music disk volume 3.1-3.2 nine beatles classics plus 10 other popular themes on the back (including Led Zeppelin's Stairway to Heaven, the theme to M*A*S*H* and others). We'll play this at the meeting. This disk requires a Advanced Music System player which we also have. There are past music disks as well including a MUSIC disk and 2 other volumes (DS disks) of pop music.
3. Printshop Graphics disk #4 Courtesy of MACE.

Now on with the July 1987 Disk Of the Month.

1. ALASKA - Igame - Welcome to Snowy Alaska, gather up a sled team and head out into the snow looking for treasures. But be careful not to freeze to death first.
2. CROSSWRD.COM - Enter - Create Crossword puzzles and print them out!
3. INDEX - Dutil - Updated version of SPACEINDEX Program.
4. MAGICBOX - Game - A classic game, light the box in a 0 pattern to win, don't unlight all the boxes.
5. SHERLOCK - Vgame - Find gold, unlock doors pick up keys. Search through the large amount of rooms.
6. SPACINDX.87 - Dutil - index of Jan-July of 1987.
7. SPACINDX.XTR - Dutil - index of Extra DOM's.

Notes from the VP, by Jim Schulz

Well, it's birthday month and it's time for SPACE to celebrate its fifth anniversary. But first, some more serious news. I expect this will be repeated a couple of places this month, but I will repeat it here also. SPACE is running dangerously short on funds. For the last few months, the weather has been nice and the SPACE meeting has been moved to a lower priority on a number of member's and new prospective member's list. As a result, fewer DOMs have been sold and fewer new members have signed up. Also a great number of old members have failed to renew. As a result of this and a usual low attendance, SPACE is running very low on funds. So what can you do??? First, if you are up for renewal, renew your membership. Also buy DOMs. Frank has increased the quality of the disks in the last few months as well as this month for the party meeting SPACE will be offering a special price on old DOMs. DOMs are the backbone of the club's financing. If you don't buy, we don't survive. Finally, tell a friend about SPACE and bring him/her to the meeting and get them to sign up. Spread the Atari message. If you don't, who will???

Yes, this month is partytime. I think this is the time to note some of the key figures in the growth and survival of SPACE. Without these key members, SPACE

would not exist today. These names include Ed Finnigan, Chris Tiggeman, Bob Floyd, and Bruce Haug. Yes, these are the names of our former presidents. Many more, too numerous to mention, have also helped bring SPACE along. All who have helped deserve a big round of applause. Remember SPACE is your club so we all have reason to celebrate. One final note, this year's SPACE party is being paid for by the club officers because of our current financial state. Each of the current officers also deserve a big pat on the back for their help and preparation for this month's party. Before I forget, we will have a birthday cake, of course, pop, and door prizes to raffle. Fun for all. Come and celebrate because it's you who make SPACE a success.

Now it's time for this month's headlines..... What's the latest news on the Atari modem, 80 column box, and double-sided double-density drive???? When will we see them????... DataSoft announces new 8 bit programs!!!!..... Atari arcade games to appear at a computer near you..... The 8 bit emulator coming soon..... Yes, it's out and you heard it here first????..... What's new on the BBS????..... So let's get going.....

Ok, it's that time of the month to give the latest news on the release of Atari's new 8 bit products. Or should I say the latest list of Atari excuses for them not being available???? As Bruce found out at CES, Atari never will tell you an exact release date. Your best bet is to wait and be totally surprised when anything arrives. Enough editorializing. This is the latest word from the infamous Neil Harris on Atari's line of 8 bit products. First the Atari 1200 baud modem is "any minute now." You can interpret this. The last official time was July. Next the 80 column box. The availability on this is "any moment now." Sound familiar??? It seems that Atari found out when they went to start manufacturing the 80 column boxes that one of the key parts of the box has a "long lead time." Because of this, the boxes have again been delayed. Now onto the new disk drive. Its status is that both the disk and ADOS, the new version of DOS, are 90% complete. No release date has been set other than "sometime this year." Also Atari announced that, when complete, the new version of DOS, ADOS, will be placed into public domain as all previous DOSs have. That's the latest news. For more late breaking news, check out this month's SPACE meeting.

DataSoft has just recently announced a number of new 8 bit products available soon. These include Video Title Shop (a utility for titling graphics and producing video titles), Tomahawk (a helicopter simulation), Force 7 (a gauntlet-like game), Bismarck - The North Sea (a battleship simulation), and Tobruk (a war strategy game). Also available soon for the 8 bit will be BoulderDash Construction Set from Epyx. Yes, more and more software coming soon for the 8 bit.

Yes, some of your favorite Atari arcade games might be running soon on your own Atari..... Mindscape Software has announced an exclusive agreement to publish Atari's Paperboy and Gauntlet games. These are the first in the series. In the next few years, Road Runner, Road Blasters, Gauntlet II and others will be converted. No release dates or computers availability have yet been announced. Mindscape purchased the rights from Atari Games Corporation, still part of Warner Communications.

8 bit emulator???? Yes, soon you will be seeing ST owners running your favorite 8 bit programs on the ST. Atari has finally given approval for the author to distribute the 8 bit operating system and DOS with the emulator as long as he

makes the source code public. The author has decided to best make it public through an Atari magazine so that he can make a few bucks on the side as well. So the stage is set. It was just recently announced that Analog will publish the 8 bit emulator in their August or September issue. Look for it at a store near you. Just another way to spread the 8 bit fever.

Yes, it's here!!!! It's finally out. Analog has finally released their 8 Bit Extra issue. This issue is packed full of applications, games, graphics, tutorials, and utilities with all new articles. At first glance, this magazine looks like a winner. The price is \$8.95 and is currently available at B. Dalton bookstores in the magazine section. SPACE will be purchasing a copy for the library and I will bring my copy for anyone who is interested.

So what's new on the BBS???? For one thing, ZMAG. ZMAG is an Atari weekly electronic magazine distributed through Atari BBSs. Each week, a new issue is up. The new issues are usually available by Wednesday of each week so check them out. Also new is an electronic version of Analog. Analog has started a monthly newsletter as well. The first two issues will be posted soon. Also coming is more news from CES, news from the World of Atari show and a conference on the game Alternate Reality. Check out the SPACE/MAST East BBS for the latest Atari news. One final note, if you like these features drop a note to the sysop or me if you would like???? It's always nice to hear your comments. For more information, check out SPACE/MAST East at 774-0135.

Well, that's about it for this month. Elsewhere in this month's newsletter is this month's 8 Bit Xtra, this month looking at 80 column software and what is available. This is for those who can't wait for the box. Also we always need new articles, tutorials, reviews, and more for the newsletter. If you have something, upload it to the BBS or get in contact with Bob Floyd. It's always nice to see new blood in the newsletter. Until this month's happy birthday party meeting, I'll see you all at the next SPACE meeting and on the SPACE/MAST BBS.

SPACE ATARI USER GROUP - MONTHLY MEETING FOR MAY
Recorded by Joe Danko, Secretary

1. Meeting called to order on June 8th at 7:30 PM by President Bruce Haug. Approximately 45 members present. Bruce opened with a report of his family's trip to Chicago and the Consumer Electronic Show.
2. Vice-president's report and ATARI news - Jim Schulz also reported on the C E S show but from the viewpoint of material on the various large timesharing services, Compuserve, Genie, etc. His information did not necessarily agree with Bruce's eye-witness accounts.
3. Treasurer's Report - As Of 6/25/87: Income = \$645, Expenses = \$1100, & Balance (mid-June) = \$336. Unofficially, as of 6/25/87 the treasury would be overdrawn if all outstanding bills were settled immediately.
4. Secretary's report - If I make some mistakes or there are significant omissions, I apologize as my tape recorder batteries failed me at the meeting and I didn't discover the fact until the meeting was half over.

Now for an editorial: "I don't know if this will be related by anyone else so I decided to tell the tale of the Club with too much of a good thing. It seems that we have always urged members to contribute to the newsletter and often in vain. At this juncture it seems that we can't afford to publish a large newsletter that will increase our postage expenses. We have a large collection of software of the best quality we have ever seen in this club and few people seem interested in paying for it. Certain MAST members are rumored to be purchasing the ST public domain disks and then re-selling the programs in different combinations at a price we cannot match. This is not encouraging to the MAST Disk Librarian. Why? We gather most of the ST public domain software via a modem and have to pay connect charges for long distance and/or time sharing services. You will notice that the common denominator in these scenarios is MONEY. Technically, the club is at a peak but could very well be a lot worse soon due to lack of financial support."

5. Newsletter Editor - All of the June newsletters were rejected with postage due by the Post Office for 0.10 ounce overweight. Bob rushed to the Post Office and corrected the problem and the newsletters were mailed with additional postage. Bob insists on a deadline of the Monday 10 days prior to the next meeting for submission of input for the next newsletter. Contact any club officer if you can't upload your article to the SPACE BBS.

5. PAPER LIBRARY, Jim Siede, Librarian - If any member needs old magazine issues, call Jim at home. His phone number is on the front of the newsletter. Jim will bring current newsletters and magazines.

6. BBS NEWS - The BBS is up and operational. The download library file space is now full most of the time. The BBS has 69 registered users. One way or another a current ZMAG text file will be available as well as several back issues. ZMAG is a collection of ATARI news, rumors and tips in a magazine format published weekly by Ron Kovacs and others and made available on COMPUERVE, GENIE and other services. There is a BASIC program in the library called ZPRINT that will print ZMAG in a condensed font three column format on most EPSON compatible dot-matrix printers.

7. Ribbon Re-inker, Larry VandenPlas - Larry says that ribbons may also be dropped off or picked up at his place of work on the fifth floor of the ROSEVILLE PROFESSIONAL CENTER at Hamline and Highway 36.

8. Old Business - The SPACE 5th BIRTHDAY PARTY is set for the meeting on July 10th. The club will provide drinks and a cake. Donations of chips and dips will be accepted. There will be door prizes and other amazing events.

9. As promised in Bruce's cryptic announcement at the May meeting there was a drawing among members present who do not own modems. The winner received the club's 300 baud modem that used to be used by the Newsletter Editor. The happy winner was Larry Serflaten, who is already leaving messages on the SPACE BBS.

BBS Report, by Frank Haug

Well, Nobody asked but I figured some of you may be curious as to what's happening at the SPACE/MAST East BBS. So here goes...

Last Time I checked, we had close to 85 users. Some of these weren't validated and there were a few duplicate logons. For those who weren't aware, We started running in the end of April. We've had a few mishaps but have tried to be up the full time. We have gone down a few times due to power outages. The most recent was this past weekend (June 27-28). If you tried the BBS on Saturday the 27th, it was down and unfortunately I had left before it went down (at 6:00 am it went down I had left at 5:00am). And because it was a hectic week, I hadn't backed up the BBS recently. We lost all msgs within the 9 day span between backup and power outage. Then the following night (Sunday the 28th) the thunderstorm took the power out again. I had taken the BBS off line for fear of lightning hitting the modem in case you called and it was buzy. Now the BBS is back up. I am in the process of putting downloads back on the BBS, and trying to validate all new users who were erased due to power failure.

On a lighter note, what does the BBS have to offer? Well besides the obvious support, and help to questions, the BBS has Public Domain downloads ranging from games to utilities, to an on-line Newsletter called ZMAG. Users can download the issues and print them out to read at their leisure. ZMAG is a compilation of other user groups material as well as their own. (SPACE has even been in there with our 'Most Outrageous Rumor Contest'). Also there are interesting texts in the [L]ibraries. We currently have info on SPACE, MAST, the Programmers meeting for MAST, conferences on the ATARI 8-bit's future, CES reports, BBS help, technical support for a modem problem, and using DOS's w/ the expanded XL/XE's and anything else we find that might be of interest.

The BBS is up 24 hours a day, 7 days a week, barring severe storms and power failures. Any Questions can be left privately to the SYSOP (that's me) or publicly to the users. We have 6 msg bases and room for 635K of downloads, so give a call if you haven't -- SPACE/MAST East: 612-774-0135

Where Have The Loyal Members Gone? by Frank Haug

If the shoe fits, this article is to you. With the summer blahs that always hit User Groups year after year, you'd think somebody could invent a cure. This year has seen an epidemic of the blah's break out. Of course the weather has been nice, fishing is good, and sometimes you don't feel like going to the meeting. But this isn't school, the meeting isn't an hour in detention or any kind of punishment! If you think it is, then the problem is you haven't spoken up to change things, or gotten involved. The club is for you! The club needs you to be involved and to help support it. The club is non-profit, but that doesn't mean there aren't expenses! The newsletter, disks and hardware all cost money. Without your purchase of the DOM's and membership renewals (our ONLY sources of income) we couldn't make it! Please come to the SPACE Birthday meeting, if you've let your membership slip a month please renew. Remember the main purpose of the club is to support and help its members. If this isn't happening let us know what you want.

IMPORTANT BULLETIN FROM THE SPACE PAPER LIBRARIAN!

I am stepping down from the position of SPACE Paper Librarian. It has become

too much for me to go to work, keep the library running efficiently and have a normal teenage life. I have the entire library indexed on SynFile, so all you have to do is update the library as you get new materials in. The requirements you ask? Well, you must be a SPACE member and bring the books to SPACE meetings. Just think of it! All those magazines for your personal use! Whenever you are having a problem figuring out a program, you don't have to wait until the next SPACE meeting. All you have to do is dig right in! If you would like more information on being one of the few, the proud, the librarians - contact me at the next SPACE meeting, or call me at 489-3982. Thank you.

Jim Siede

8 Bit Xtra, compiled by Jim Schulz

This month, 8 bit Xtra looks at the 80 column screen for the 8 bit Atari. Since it seems like the wait will continue for the 80 column box from Atari, this article will give you an idea of the options currently available.

Eighty Columns on the Atari, by Dr. Warren Lieuallen
Reprinted from Fuji Facts, the newsletter of the Atari Computer Enthusiasts of Columbus

For quite some time now, the possibility of having an eighty column screen (as opposed to the forty column screen that we are all so familiar with) on the eight-bit Atari computers has been discussed, announced, and even realized by a few. But for the most part, significant expense and hardware modification has been required to achieve this new look.

Many other computer systems have an eighty column screen: IBM and all the clones, the Amiga, modified Apples, and even the Commodore 128! It is widely accepted by many that serious word processing, and business applications in general are not practical, or even possible without eighty columns.

We all know better of course, having had the intelligence and foresight to purchase and use Atari computers systems. As I write this article I am word processing on a forty column screen, and doing it quite seriously, I might add! I have used spreadsheets and business graphics packages, and have even run The Bookkeeper a time or two. However, the fact remains that there are times when having eighty columns on the screen would be desirable (otherwise, all our word processors wouldn't have print preview, would they?). A good example is that of trying to align columns of figures or text on the printed page. Even with careful use of the print preview features, it often turns out that the page must be printed several times before it turns out correct. How much easier this job would be if we could just see the entire page on the screen -- all eighty columns.

Well, now you can. There are now available several methods by which an eighty column screen can be simulated on the Atari computer system. They all work in a similar manner, and basically involve "drawing" the characters on a Graphics 8 screen. This is because the resolution of a Graphics 8 screen is 320 by 192 pixels (without the text window at the bottom, so it's really Graphics 24). If

each character were only four pixels wide (instead of the usual eight), eighty characters would just fit across the screen. And that's exactly what happens. The characters are redefined as graphic bit patterns four pixels wide, and the operating system is redirected to use complicated drawing routines for all screen output--that's the tricky part!

All of the commercially available eighty column packages require some hardware modification of some type. There is one product called the Ace 80 cartridge, or the Ace 80 XL for XL computers. This device is a cartridge, just like the others we are used to, and is inserted into the appropriate cartridge port before booting the system. A review of this new product appeared in a recent issue of ANALOG, so won't be repeated here (I really don't know anything other than what I read!).

A second device is the Omniview 80 chip, which as the name suggests, is an eighteen-pin IC chip. This chip replaces the old operating system chip inside the computer. Installation depends upon which computer you have (800 XL, 1200 XL or 130 XE), and whether or not the OS chip is socketed or soldered. In any event, once this chip is in place, the standard default screen can be changed to an eighty column format by merely pressing Control-A, and then pressing System Reset. The eighty column text is surprisingly readable, even on a color TV set (the worse of all possible display mechanisms for 80 column text).

However, the eighty column feature is only available from BASIC, or assembly language programs which do not reset or interfere with the "redirection" of the operating system to the Omniview routines. What this really means in plain English is you can only use the Omniview 80 from BASIC, from the SpeedScript 80 word processor included with the chip, or from programs you write yourself. I have tried all of the word processors I own (nine, at last count!), and none of them will use the eighty column screen. The Omniview 80 documentation includes modifications which can be made to several versions of Letter Perfect and Data Perfect, but I have not done these yet. OmniView 80 also includes OmniWriter, a specially modified version of the public domain word processor SpeedScript, which does function in 80 columns.

The Omniview 80 also includes new floating point math routines which are considerable faster than the ones in the Atari OS. Running a benchmark test, I found the Omniview routines to be approximately 75% faster than the Atari routines. However, in my day to day usage of the computer, I did not notice any significant differences in program execution time. Applications which make heavy use of mathematical functions should benefit from Omniview's speed.

Finally, the Omniview replaces the operating system in the XL machines with one which much more closely approximates the old OS of the 800 machines. This means that the translator disk is no longer needed. If you have any programs which needed "OS translation" before, you will appreciate this feature.

The other possibilities are all software drivers. One of the first was Compute!'s Video 80 program, written by Charles Brannon. This program creates a new input/output device for the Atari, the "V:" device. This device includes the eighty column screen handler, as well as supporting a window feature, with user definable margins all the way around. A demonstration of these two features combined with each other is impressive. However, the limitations of Video 80 are even more restrictive than those of Omniview 80. Programs using Video 80 are limited to those you write yourself, although both BASIC and assembly

language should remain valid possibilities. Secondly, the logical line length is shortened to eighty characters, rather than 120 as in Atari BASIC. Lastly, this program requires the Translator disk on XL machines.

These limitations notwithstanding, it is hard to beat the price/performance ratio of Video 80, as this program is in the public domain and therefore free. If nothing else, it serves as an excellent introduction to the world of eighty columns, and will allow you to decide whether to invest further in this field, or to be glad that your Atari displays forty legible characters per line. I am currently working on a BASIC word processor to work with Video 80, but due to both the shortcomings of BASIC and myself, this program will be of limited usefulness. If anyone would like to collaborate on this project with me, I would be delighted.

I recently came across programs called Text 80, and Script 80, but have not been especially successful in getting them to function. Finally, there is a small (13 sector) utility called HIGHREZ.COM, which also produces an 80 column screen. I have not used this extensively, but I imagine its is quite similar to Video 80.

As we have been told for more than a year now, Atari is developing an eighty column device, the XEP 80. Several reviews of this product have appeared elsewhere, and I have little to add. Watch for an in-depth review once this device is actually available to we users.

Batteries Included had a BI-80 board under development for the Atari systems, but cancelled it at the end of 1985. Another product called the Bit-3 board was supposed to include an eighty column driver for the 800 computers. The last time I saw an ad for this product, it cost \$249.00; I don't know if it is still available or not.

Notes From The Editor, by Bob Floyd

I am again making a few changes to the newsletter. I ran out of room on the front cover for all of the BBS information, so it is now inside the front cover. I have increased the number of characters per line to 80, so if you "print" your articles to disk, please set your left margin to 1, right margin to 80 and turn on right justification. I am also printing 3 more lines per page, too.

You may also notice that we don't have a colored cover for the newsletter. This is to keep the weight below (or almost below) 1 ounce so the Post Office doesn't reject the newsletter again for being too heavy. However, too much weight has been typical for many of our newsletters. Its just that we've finally been caught. See the breakdown below:

Jun '87	- 1.05 ounces
May '87	- 0.51
Apr '87	- 0.66
Mar '87	- 1.05
Feb '87	- 1.07
Jan '87	- 1.44
Dec '86	- 1.22
Nov '86	- 1.04

YE PUBLIC NOTICE:

User Friendly Computers

wants to change the name of the store,
so we are having a **CONTEST**.

Help us come up with a new name and
win yourself a \$50.00 gift certificate.

Enter as often as you like. Entry forms
are available at User Friendly Computers.

Contest ends July 31, 1987

Hurry and get those entries in. We
will be moving the store and want to
reopen with a new name.

User Friendly Computers

8461 Plaza Blvd. NE
Spring Lake Park, MN 55432
786-8181

The typical weight of 1 sheet of white, 20# paper is 0.1683 ounces. The colored stock is about 0.2004 ounces. The staples are .0012 ounces each. But who cares other than the Post Office? Anyway, the newsletter will normally now be limited to 6 sheets of lesser weight paper.

Here's a few odds and ends that I've run into recently. I picked up BackTalk 1.2 from ANTIC Software so that I can use my 2400 baud modem with my XE (U.S. Robotics Courier 2400 & 850 interface). However, the program accesses the modem in an odd way, so that the port isn't always "on-line". Plus, if I try to set up a capture or a download, the last keystroke "leaks thru" to the host computer, which usually messes things up. And, don't try to call the SPACE BBS in ATARI mode, it just goes wild. Unfortunately, this is about the way most ANTIC software has performed for me. I think I'll just continue to use HomeTerm at 1200 baud.

I've just received GFA BASIC 2.0 for the ST. This new release looks nice, especially the expanded, and better documented manual. I also picked up the LeaderBoard golf game and have discovered that my ST keyboard is an "original" and doesn't work right with their "security key". So, feeling obsolete, I plunked down \$30.00 at User Friendly and got my keyboard updated. Has anyone else run into this? I've got Goldrunner now, but what else do you do except drive around and shoot things? I'd like to know. I have similar sentiments about StarGlider. So far, I haven't found an Arcade-type game on the ST that measures up to Bounty Bob Strikes Back, Shamus, Oils Well, Boulderdash, etc. on the XE machines. I'd even go so far as to say that the best ST games are currently about at the 65-75% rank (out of 100) versus XE games. Is this a permanent condition? Let's hope not.

I'd also like to thank Phil Seifert for his 2 articles this month. How about some from the rest of you out there? That's all for now.

Notes from the Co-Chair, by Jim Schulz

Well, another month has arrived and it is again time for another MAST meeting. Before we move on this month, let's discuss some bad news. MAST is currently running into some financial problems. Most of these arise from the lack of attendance at the MAST meeting and the lack of sales of the DOMs. Because of the combination of these two factors, the MAST treasury is very low at this point in time. In order to solve this problem, a number of options are currently being considered including dropping the MAST DOM altogether and replacing it with some other group's DOM instead. I, personally, don't like this method, but if we can't sell the DOMs that we make, I guess we will have to sell someone else's with a poorer quality and older software. I have been proud to put together our DOMs for the last 18 months and I thought that I was putting together one of the best DOMs in the country. But I guess that I was wrong. If you want the MAST DOM to continue, your best bet is to buy MAST DOMs. A decision on the future of the DOM will be made this fall based on the sale of DOM over the next two or three months. Also if you have any ideas or suggestion of what you would like to see in the DOM library or suggestions for change, let me know. Remember your vote counts.

Next up this month is a new volunteer MAST office. MAST needs a membership

chairman to take new memberships and renewals. This office entails coming to each meeting and accepting new membership applications and renewal, keeping track of a MAST membership list and possibly sending out renewal notices once a year when each member's year is up. It would be nice to have this function assigned to one person. All monies and application forms will be passed on to the SPACE/MAST treasurer for membership list update and deposit. If you are interested, let me know. I think it's time that we start spreading the duties of the club around and get more members involved.

Last month, I purchased one hundred cheap 3.5" single and double-sided disks for use of the DOM and sale at the meeting for testing purposes. Well, initial results are in and the disks seem to be quite good. So from now on, I will start purchasing these cheaper bulk disks for the DOM. Also, because of a lack of interest, I will not pursue a group purchase of 3.5" disks. The group purchase price of \$1.00 for singles and \$1.10 for doubles, I thought was quite good. But no interest existed among the members. I will bring some of the doubles to the next meeting for sale at the back if anyone is interested. Also, if anyone wants to start a group disk purchase, let me know. I might be able to coordinate the club's disk purchases with a group buy.

Next up, programmers meeting name.... Last month, I presented a list of names for the group here. Because of the hectic nature of things, we never got around to voting on a new name at the meeting. Let's try for this month. Here again is the list of names.... MOPS (MAST Operating/systems/and Programming Sig), MASTERS (MAST Extra Research Sig), MPS (MAST Programmers Sig), and MAST/PLUS (MAST/Programming Language Users Sig). As always if you have any suggestions, let me know. Maybe soon we will have a new name.

Next, let's look at the BBS. Last month, Steve Pauley, the SPACE/MAST West BBS Sysop gave a nice description of the BBS both here and at the June MAST meeting. I hope all of you have given the BBS a call and signed up. New this month is a number of ZMAG electronic newsletters. ZMAG is an electronic newsletter which is published weekly and is usually available about Wednesday of each week. This newsletter is packed full of ST and 8 bit news as well as general computer news. In addition, ZMAG is coming out with a special issue once a month full of ST news. In addition to ZMAG, a new monthly electronic Analog newsletter is now available and some more news about last month's CES show and the recent World of Atari show in California. These files can either be found in the bulletins section or the MAST download section number 1. If you like this news and information, drop me a note on the BBS. It's nice to know that someone is reading this stuff. As always, if you have problems with the BBS, give either Steve or me a call and we will take care of things for you. For those interested, the BBS number is 560-9254. Also, check out the SPACE/MAST West board the week of the MAST meeting for the latest info on this month's meeting.

Finally, what's up for this month's meeting. Well.... First, how about a demo of two new games, Airball by Microdeal/Michtron and Battlezone by Atari. Also this month, we will take a preview look at the new printer scanner from Softlogik. At a price of \$100.00, this looks like a winner. Also, if all goes well, we will have a demo of PC Ditto from Avant-Garde. This is the new MS-DOS software emulator which seems to run just about everything you throw at it. This is tentative at this point so stay tuned to the MAST BBS for more information. This month's programmer meeting is very sketchy at best. Two programmer demos of their latest software projects are scheduled. Other topics suggested, but not finalized, include a continuation of last month's discussion

of Modula-2 and Jefferson Modula and Dale Schumacher's new C library routines. Also a discussion of the RSH file and the resource editor have been discussed. Stay tuned to the MAST BBS for more meeting information.

Finally, this month's newsletter includes the standard monthly ST columns. This month, in addition to the Co-Chair's report, we have a new installment of Chuck's Notes, this month's DOM news, the latest and greatest ST rumors and news from the MAST ST Update, and last month's secretary minutes by Dan Stubbs. Also this month marks the return of Phil Siefert to the SPACE/MAST newsletter with another installment of Children Will Play. Thanks, Phil for your contribution. As always, all newsletter contributions are welcome. Also for a number of reasons, last month's ST News and MAST DOM articles didn't make the newsletter. If you are still interested, these articles are posted in the bulletins section of the MAST BBS.

Well, that wraps for this month. I hope to see you all turn out at this month's MAST meetings. Let's see a big crowd this month. Also stop by and drop me a note on the SPACE/MAST East or West BBSs. See you at the meeting.

MAST Meeting Minutes for June, 1987, by Dan Stubbs

The MAST meeting was held on Friday, June 19. Bruce Haug opened the meeting since Bob Floyd was out of town. Bruce attended the CES show and brought back news and literature for the club. One of the issues being talked about at the show was the anti-taping law that Congress is considering. It was felt that the measure being considered now is so general that it could be interpreted to include floppy disks. Write your congressman with your views on the subject. Also discussed at the meeting was the pending FCC consideration of an additional access charges for data transmission via phone lines across state lines. This will effect all of us who use services like Genie, Compuserve, etc. Keep your eye on this one and make your opinions known. Bruce has also made contact with some ATARI clubs in Utah and we will be exchanging newsletters with them.

In the news and rumors department, Bruce reported that he saw 15-20 ST's at CES being used in non-Atari booths. Another CES attendee reported seeing Atari calculators at the show. Jim Schulz reported on the DOM's and said that another PC emulator for the ST was shown at COMDEX. It is called "PC ditto" and was running the top 40 IBM programs, I/O is at the 68000 speed. It is written in assembly language and will run copy protected software. The TT 32 bit machine is now rumored to be two years away. Problems continue with shipment of the blitter chips. Blitter and new roms will cost about \$120 plus installation. Supra is making a tape back-up system and a 250 Mbyte hard drive for the ST. ST-Pro, the professional version of ST-Talk came out last week end. Atari products will now be sold in Businessland stores. And finally if you would like to express your views to B. Dalton Bookstores about dropping Atari software and books you can write to:

Mr. Mike Crouchet
Software Purchaser
9600 W. 76 St. Suite H
Eden Prairie, MN.

After the business part of the meeting, Steve Pauley demonstrated the MAST BBS



Bring this
newsletter to

**Wizard's
Work** 
Four Seasons Mall
Co. Rds. 9 & 18, Plymouth
559-4690

and receive \$1.00
off your next
purchase!

offer ends 7/31/87

and the hidden animation feature of Neochrome. Phil Seifert also demonstrated a new breakout-style game. Thank you, Steve and Phil!

The MAST programmers' meeting was held on Monday, June 22. It was a good meeting inspite of the nice weather outside. Chuck Purcell showed what he had learned about the Resource Editor with several examples. He talked about converting example programs into Mark William's C and how to merge resource files into the program. He also discussed how to change resources for use with different resolution modes. Later Chuck reviewed Modula-2 from Jefferson Software.

Dale Schumacher talked about the "C" libraries he is developing to replace some of the routines in Alcyon C that have problems. He will be releasing these into the public domain when they are finished along with source code so we can see how these library routines are done. Good work Dale and Chuck; thank you for an interesting meeting! And, of course, MAST's officers once again deserve our thanks for organizing the meetings and making the DOM's.

Children Will Play, by Phil Seifert

Whoops, I am back and I am hungrier than ever! Last time I wrote about using some pieces of MIDI software for the ST. Things are certainly progressing for the ST in MIDI. Scoring utilities, sampling programs and editors for samplers, patch librarians and so on. One thing I have noticed in doing all this stuff recently from in store demonstrations where I work and talking with members at user's groups, is that there is a lack of knowledge about what MIDI is. So, I thought I would take some time and explain the various terminologies.

MIDI stands for Musical Instrument Digital Interface. Sounds complicated and imposing doesn't it? Well it is actually a pretty simple thing to use. After all musicians use it quite a bit ;-). All it really does is send information about the note being played, i.e. this note was turned on, this note was turned off. IT DOES NOT SEND THE SOUND ITSELF!! Another way of saying this is if I played middle c on a keyboard, MIDI says something to the effect, "Hey, I got this note turned on and she is 60" along the proper MIDI channel. When you release the key it would send a note off info or "This note which was 60 was turned off". This arrangement allows you to use different keyboards for entry and play back. If you feel more comfortable with one keyboard but like the sound of another keyboard, you could play the first one and have the sound come out of the second one. Convenient isn't it?

Now, what can computers do for MIDI? Well, we can use sequencing software to help arrange and playback the music. There are dedicated sequencers for music instruments (some even built into the keyboard) just as there are dedicated word processing systems. So all a sequencer really is is a program that records what comes through the MIDI ports and then is able to send that same information back out through the MIDI ports. Of course, there are different types of sequencers. Some that are just real simple record one track (that is one section to you computer users). Others allow you to record multiple tracks and turn them on and off. Some sequencers allow you edit individual notes in case you made a mistake, others you have to play it all over again. Shop around and compare. You will find the better sequencers cost hundreds of dollars.

Another useful function computers can perform with MIDI is being a Patch Editor and Librarian. First, let's explain what a patch is. The sound that comes out of the keyboard, for example a violin, is a patch. Switching to another patch could let you produce a trumpet sound instead. So what that really means is that a patch is a sound program. And to change those sound programs you need to be able to edit them. That is what a Patch Editor is. One thing that should be kept in mind about Patch Editors is that they are generally keyboard specific, i.e. you can't use an editor from a Casio and expect to be able to change the sound on a Yamaha. That is because different keyboards have different ways of producing their sounds. Casio uses a Phase Distortion and Yamaha uses FM modulation. So, before you rush out and buy a keyboard for your computer, make sure there is a patch editor written for your computer that supports the synthesizer that you want to use. Librarians are programs to save your different patches somewhere else other than within the keyboard. On computers that is where the floppy disk comes in handy. Many people come up with different sound effects that they like but usually find that they can not store them all on the synthesizer. Save 'em out to disk!

How would you like to be able to play a piece on a keyboard and then be able to PRINT OUT YOUR SCORE? Programs do exist for computers to do this and they are called Scorers. These programs are quite complicated, not to use, but to write. That is why you will find that music scorers are fairly expensive, even as much or more than sequencers. The best thing to do when looking for Scorers is to find one that will work with your sequencer program. Most scoring programs do not have sequencers in them. So, if you are shopping around for music software for your computer and maybe would like to be able to score, your field of selections just got a lot narrower.

The last type of software that I will write about is sampling and sample editors. Sampling software is usually accompanied by some hardware to make it possible to get the analog sounds into the machine as digital recordings. There are different grades of samplers, some sample 8 bit slices at a time, some even go up to 16 bits. And software does exist for being able to edit some dedicated sampler machines sounds. This is also sampler specific, so again, shop around for the features that you would like.

As you can probably tell, I am very much into MIDI and that is what I have a tendency to write about. However, if you would like me to write about other things, you can always talk to me at the MAST meeting or leave me messages on the MAST, SPACE, or TAIG bulletin boards. In the mean time, I have to start saving up for a good amplifier for my keyboard. G'day, Mate!

Fun Things to Do with Your ST by Phil (Is he crazy?) Seifert

Have you ever got bored with playing megaroids all day long? I don't know about you, but, somehow playing one game for 2 1/2 hours and receiving a high score of 818,660 just doesn't thrill me any longer. So, I just sat here in the store one day and pondered upon the problem and came up with the following solutions:

How about making your own playboy calendars with PrintMaster Plus? Sure, just the thing to do! Here is how I propose going about this? Simply find some nice pictures that are digitized. Boris Vallejo does come to mind. This series of

pictures should be in everyone's collection. Excellent fantasy art and, boy, do I fantasize a lot! Now, step one is to find a utility to convert these pictures from Tiny format into uncompressed Degas format. Once this has been accomplished, then locate a program for converting Degas pictures into icons for PrintMaster Plus. I believe that Typesetter Elite from Xlent Software does that. If not, write your own! After this is done, then you are ready to set up your own playboy calendars. And you should be able to produce them for less than they cost at Shinder's.

Hardware modifications? I think this one would be neat, making an electronic bijou out of your ST computer. Yes, flashing marquee lights and all it would take is a trip to Radio Shack for some LEDs and wire (soldering iron is nice too). All you have to do is locate the ground, each keys matrix line, and the +5 volt line. I am sure that with a little ingenuity you can make this without too much problems. Imagine, do away with that wimpy audible click and go straight for the visual wink! For the more knowledgeable of you, try making a red light blink for the vowels and green lights blink for consonants.

Looking for a good joke to play on your favorite ST owner? You could always rewire his mouse for him. Just what every ST owner needs, a mouse that thinks its a joystick! You could have a blast with that one. If you are too faint of heart to try this one on your mouse, come down to the store. I think I have a few mice lying around.

You see, it takes very little effort to think up new and fun things to do with your ST. All it takes is a little imagination. I think I am going back to playing Megaroids.

p.s. -- If this newsletter prints this article, then they will print anything. So what is your excuse for not writing an article for the newsletter? (I don't read 'em, I only print 'em - Ed.)

MAST DOM News, by Jim Schulz

Summer is now upon us and what is better than a good evening with a MAST disk of the month. As it has been stated elsewhere, the MAST DOM has been running a little low saleswise the last couple months. Remember the MAST user group is supported fully through your DOM purchases. If we are to succeed, we must continue to sell disks. I, personally, don't know why sales are down this summer. If there is something that you would like to see or some ideas on why sales are down let me know. MAST is your user group and your input is always welcome.

Now, before we start to look at this month, let's take a look at last month's DOMs.

- #78 - Uniterm 1.7B 022 (The latest update of the best PD terminal prg)
- #141 - June DOM #1 (Utilities)
- #142 - June DOM #2 (Applications)
- #143 - June DOM #3 (Games)
- #144 - June DOM #4 (More Games and OSS Pascal programs)
- #145 - June DOM #5 (Demos, C programs and Music programs)
- #146 - June DOM #6 (GFA programs and files and Communication programs)

- #147 - Demo Disk #21 (Defender of the Crown Demo)
- #148 - Demo Disk #22 (Fully running demo of Orion's Run)
- #149 - Digitized Music #2 (Digitized song of Foreign Affair)
- #150 - Music Disk #3 (Fourth of July salute in music and pictures)
- #151 - AIM (AIM image processing utility - Double Sided)
- #151A - AIM Disk #1 (AIM image processing utility - Single Sided)
- #151B - AIM Disk #2 (AIM pictures - Single Sided)
- #152 - Resource Examples (Resource editor example programs and more)

Well, that's last month..... But before we continue, a couple of notes on last month's disks. First, the music disk does include a new speech synthesizer program. This new version also includes better speech among its features, so check it out. Second, I have divided the double sided AIM disk into a special set of two single sided disk for \$8.00. So now all ST owners can try out this excellent new picture manipulation program. Finally, a new disk has been added since the last MAST meeting. A new disk of resource editor examples and a program to include a resource in a program has been prepared with the help of Chuck Purcell. Chuck prepared these examples to show off some of the features of the resource editor last month at the Programmer Sig. Check this disk out for some good examples.

First, before we move on to this month's collection, let's take a quick look at documentation. The new documentation disk has been held until the new version of OSS Pascal is released. Currently, the documentation disk is listed in the program DISKTOP, but because of an array program with Pascal copies of the program and the database in order to catalog all of the disks. Since this is more trouble than its worth, I have decided to wait for the new version of Pascal to come out any day now. Let's hope for August.

Now on to this month's collection.....

Tiny Pictures #4 and #5 - This is another two disks of Tiny pictures assembled by MAST's own Steve Pauley. This month's disks are Landscapes #1 and Famous People #1. Both disks are packed full of Tiny pictures and come with a Tiny picture viewer and unsqueezer. These two disks will also be available in a Monochrome format as well. The last two picture disks are also available in monochrome. After converting all of pictures over, some of the pictures I liked better in monochrome than color. If you own a monochrome system, check out the monochrome disk. Still quite a nice collection. Yes, this disk didn't make it last month, but it will appear this month. Pick up these disks for one of the best collection of pictures.

Spheres - First, it was Boink, then Marbles, then Shiny Bubbles..... Now it's Spheres. In the tradition of other great ST demos, spheres will blow you away. For the best new ST demo around, check out spheres to see what everyone else is talking about.

Tempest - This is a demo of a new super fast text editor program. This demo program is complete except for printing and saving. This program has been getting quite a bit of attention lately for its excellent speed of scrolling. This program is brought to us from Germany by the people who brought us OSS Pascal. Now if we only get a US distributor, but that's another story..... Check this excellent demo out....

Music Disk #4 - If you liked last month's music disk, you'll love this month's.

This month, from the same people who brought us last month's disk, is another collection of Fourth of July and patriotic American music. This is a self contained slideshow disk of music and pictures to show off this Fourth of July music. This is a very well done demo and a nice addition to any library.

Games, Games, Games.... Last month, we had two good collection of games so how about some more this month. From the author of Monopoly comes two more games. This time, it's Tunnelvision and Cribbage. Both are very well done and hard to stop playing. Tunnelvision is a 3-D maze game. Also this month, we have the source code for last month's Jeopardy program and two new sets of puzzles. Lots of fun this month on the DOM.

Invincible - Have you ever wanted to beat Time Bandits???? Well, now you can!!!! This program when run will give you an almost infinite number of characters so you never die. With this you can now finish Time Bandits, and a number of ST owners have. Take the death out of Time Bandits and add more fun. If you are a Time Bandits fan, this is for you.

Dslide - This is the latest and greatest version of the Deluxe Slideshow program. This program does everything you need to show off your pictures including name display, scripting, and full support of the animation features of the pictures. This program written by the author of Picswitch is a must for every picture collection.

Arc Filer - This is a neat little dearc program. This program will create a folder with the name of the ARC file, copy the ARC program to that folder and then dearc the files to the folder with the same name as the ARC. No longer do you have to search through other files to find what was in each ARC. This does it for you. Yet another great utility for your library.

Well, this gives you an idea of what's in store for this month. This is only a start of what's in store for this month. For more information, come to the meeting. I will also post some more complete information the week of the meeting on the MAST BBS.

We now have over 150 disks through June prepared and tested by your disk librarian. MAST disks are available at the MAST meeting, at the MAST programmers meeting, and by mail directly from me. Each disk sells for \$6.00 and is packed full of programs which are all checked by me and documented in a READ.ME file in each directory. Each disk is packed full of some of the best ST public domain software around. By buying MAST DOMs, you know that you get a piece of software that has been run and somewhat documented. That's something that BBSs don't offer. I know quite a few of the programs on the DOM so you also get my knowledge as part of the deal. After over one year of preparing DOM, I get very few complaints about the quality and the quantity of software on the disk for the \$6.00 price tag. For those who want to order by mail, send \$6.00 per disk plus \$1.00 for each six disks for postage. I will try to get you your disks in one week or less from receipt. My address is: 3264 Welcome Avenue North Crystal, MN 55422

As always, if there is something that I don't have in stock at the meeting, I will mail it to you within one week of the meeting with free postage.

Finally, a documentation disk is available listing all of the files from the first 11 months of MAST disk of the month. This disk is \$2.00 at the meeting.

This disk is a little out of date and will be updated for the July MAST meeting.

Well, it's time to call it quits for this month. I hope you all found something to meet your needs. So until the MAST meeting, happy programming. Also check out the MAST BBS for more DOM news.

RIBBON RE-INKING - Larry Vanden Plas

The club can re-ink most printer ribbons (black) for a small fee. There is no longer a reason to use a faded ribbon! Ribbons that can be re-inked are:

\$1.00/ribbon

- Spool to spool (all types)
- Epson MX-80 and compatibles
- Epson LX-80 and compatibles
- C. Itoh Prowriter and compatibles (NEC 8023A/C)
- Citizen 120 D

\$2.00/ribbon

- Epson MX-100 and compatibles

Other ribbons can be attempted, too. But if you prefer, you can buy an adapter (\$8.50 + \$3.50 shipping and handling) for the club and receive half that amount in credit towards re-inkings. See Larry Vanden Plas at the SPACE meeting, or Bob Floyd or Bruce Haug at the MAST meeting. Also, ribbons can be dropped off with Larry at his place of work at the Roseville Professional Center (fifth floor), at Hamline Avenue and Highway 36. Please pay in advance and be sure to have your ribbon(s) in a plastic bag.

NEWSLETTER ADVERTISING RATES:

- 1/4 page - 4.25" vertically x 5.5" horizontally - \$ 5.50
- 1/2 page - 8.5" x 5.5" - \$10.00
- Full page - 8.5" x 11" - \$18.00

Send to : Bob Floyd
955 Connor Avenue East
Maplewood, MN 55109

St. Paul ATARI Computer Enthusiasts (SPACE)

Bruce Haug, President

1697 East Hoyt Avenue

St. Paul, MN 55106

Phone: (612)-774-6226